

INSTRUCTION BOOKLET



KEMCO



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CHARLIE BLASTTM

TERRITORY

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RUMBLE PAK™ INFORMATION

This game is compatible with the Rumble Pak™ accessory. Before using the accessory, please read the Rumble Pak accessory instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Rumble Pak accessory.

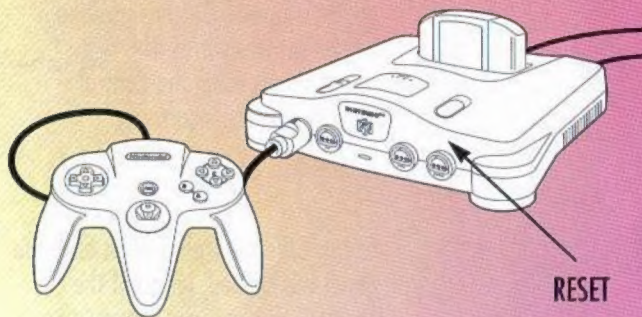
If you insert the Rumble Pak into the controller, the controller will rumble when there are explosions.



GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON

- Turn the POWER OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the POWER switch ON. After the appearance of the title screens, you may bypass at any time by pressing START.



CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional +Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

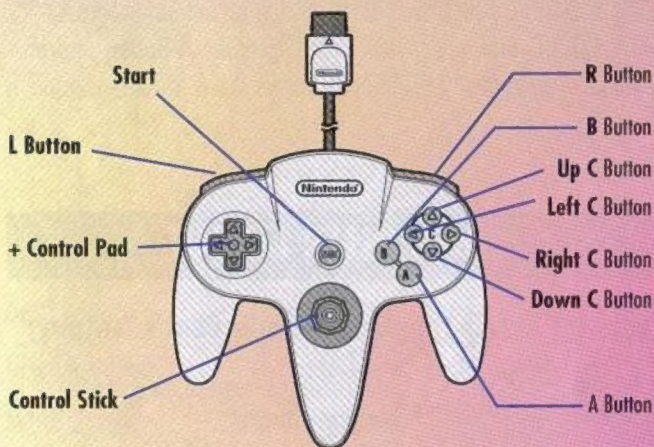


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

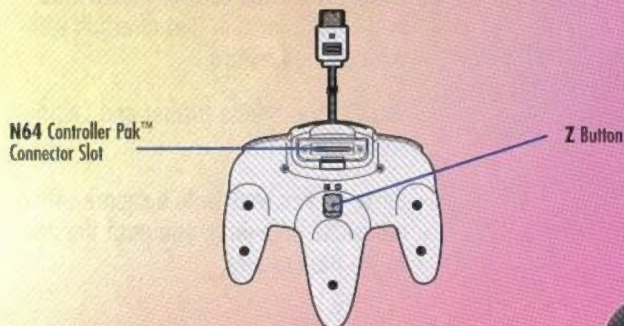


N64 CONTROLLER

Before you begin your game, familiarize yourself with the controls.



Back of Controller



MENU SELECTIONS

- Press Control Stick to highlight options.
- Press the **A** Button to select options.
- Press the **B** Button to go back to the previous menu.

Press **START** to pause the game. To quit a game in progress, press **START**, then select "QUIT" and press the **A** Button. To continue playing, select "RESUME" and press the **A** Button.

CONTROLLER LAYOUT

These are the controls to play Charlie Blast's Territory:

A Button	Jump - Jumps forward, or jump in direction of travel.
B Button	Light fuse - Lights a Detonator Bomb.
Control Stick	Turn - Nudge the Control Stick a little and Charlie turns in that direction without moving forward. Walk - Push a little further and Charlie walks forward. Push - If you walk onto a square with a moveable item on it, you push the item to the next square.



Z Button	Modify Camera Angle - Press and hold the Z Button and use the Control Stick to change the game play camera angle. Release the Z Button to set the new camera angle.
Control Pad	Move - Alternate controls for Turn, Walk and Push.
R Button	Undo - Cancels the last move.
L Button	Detonates the Bomb or Item in your Home Zone (only in Multi Player Mode).
Start Button	Pause - Pauses game and displays exit and option settings.
Up C Button	Camera Zoom - Zoom camera view in.
Down C Button	Camera Zoom - Zoom camera view out.
Left C Button	Camera Rotate - Rotate camera left.
Right C Button	Camera Rotate - Rotate camera right.





INTRODUCTION

Get ready to RUMBLE!!! Charlie Blast's Territory will blow your mind!

In Single Player Puzzle Mode, help Demolition Expert Charlie Blast strategically re-arrange the Bombs, Detonators, TNT crates and other objects scattered on each island puzzle level. Detonate the explosives to set off a chain reaction to blast the island to pieces and clear the level!

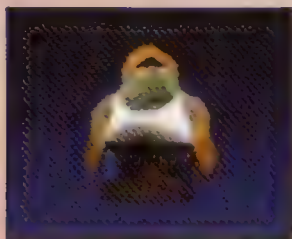


Once you've cleared the initial Beginner stages, Charlie Blast's Territory will reveal even more mind-boggling puzzle levels. Keep on clearing levels and you'll get passwords to access the diabolical Multi Player Modes!

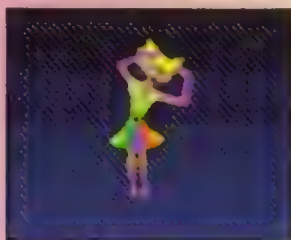
Two to Four Players can blast away to gain territory on specially-designed Multi Player game boards for hours of friendly competition. Players must arrange Bombs, Detonators, Blockers, Freeze Cubes, and Line Bombs to set up chain reaction explosions to acquire area on the game boards.



CHARACTERS



Charlie Blast – The hero of this story. A Demolition Expert ready to take on the devious puzzles of the wicked King of Industry. Not a rocket scientist, but still lovable and kind-hearted. Ready to prove to his girlfriend, Rainbow Fairy, that his Demolition School training was not a waste of \$23.00...



Rainbow Fairy – Charlie's love interest. Definitely the brains of the pair. Didn't think Demolition School was the smart choice for Charlie.



The King of Industry — The big bad boy himself. The greedy, vile, self-centered, egomaniacal, ill-tempered, grouchy, smelly, messy, double-crossing, purple robe-wearing meanie — Charlie's arch-enemy.



Hench-troll — The King of Industry's minions and dirty-work-doer's. Even slower and dimmer than Charlie Blast, the hench-troll is generally a bothersome and annoying hulk who just gets in Charlie's way.

MAIN MENU



Scroll up or down to select the desired Game Play Mode or to view the Options menu.

You can choose to play Single Player Puzzle Mode or Multi Player Modes.

SINGLE PLAYER PUZZLE MODE



This is the default game play mode. Help Charlie arrange Bombs and other items, ignite the Detonators and set off a chain reaction explosion to clear the stages of all the Bombs before the stage timer runs out. But don't blow yourself up, too!

To push Bombs and other items, just move Charlie behind the object and push it onto an unoccupied square.

Once you've cleared a puzzle stage, you'll receive an access password.



Use your special puzzle level access passwords to resume play at the last puzzle stage you completed.



ENTER PASSWORD

Every time you clear a puzzle level, you will receive a password (five playing cards in a specific order). Take note of this password for later use.

You can enter a password to access previously played levels of Charlie Blast's Territory. You will also receive passwords to access new advanced Multi Player Mode game boards after every tenth single player Puzzle Mode stage you've cleared. Every single player Puzzle Mode password will access the last difficulty level Multi Player Mode game board previously played.

Press Left or Right on the Control Stick to change the card's number, and Up or Down to change the card's suit.

Press the Left C Button or the Right C Button to go to the next card. Press the A Button to accept the password.

If you entered a valid password, you will start play at the desired puzzle level.



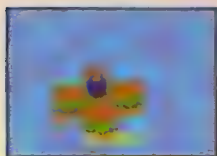
GAME PLAY ELEMENTS

Following is a description of the type of Bombs, Objects and Squares Charlie Blast must use to clear each level:

Bombs—Different Bombs blow up different shaped regions of neighboring squares ("blast zone"). When a Bomb explodes, it also detonates neighboring Bombs in its blast zone, causing an explosive chain reaction.



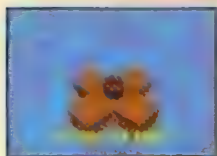
#1 Bomb – Blows up only the square it is on.



#2 Bomb – Blows up the square it is on and four neighboring squares.



#3 Bomb – Blows up the square it is on and twelve neighboring squares.

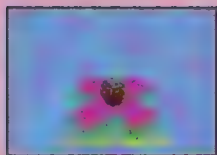


Detonator – You use this to set off your explosion. Has the same blast zone as the #2 Bomb.



Embedded Bombs – Any of the Bomb types may be embedded, or half buried in the ground, so they cannot be moved.





Auto Detonator — A detonator with a visible countdown clock on it. When the level starts, the Auto Detonator starts ticking away. Charlie can reset the countdown clock by touching the

Auto Detonator. If the time on the countdown clock expires, the Auto Detonator explodes and sets off the chain reaction explosion just like a regular Detonator.



TNT Crates — Like the regular Bombs, these boxes of dynamite have three different blast zones. Unlike regular Bombs, Charlie can jump over the TNT Crates.



Electric Bombs — These bombs have little antennae sticking out of them and are set up on a puzzle level in pairs. These bombs are electrically linked so that when one Electric Bomb

explodes, it sends an electric spark to its twin.



Blocks — Blocks can be pushed from square to square just like Bombs. However, Blocks do not explode. You can also jump over blocks.

SQUARES

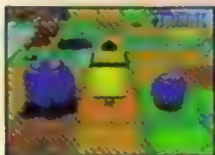
In addition to the regular squares that each puzzle level is made of, following are special squares Charlie will face as he progresses in the game.



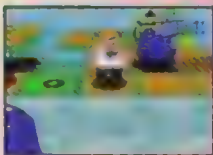
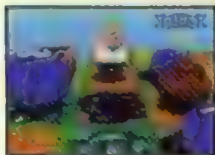
Spikes – These stationary sharp spikes jut out of the ground. If Charlie steps on a Spike square, he jumps into the air and keeps bouncing until he lands on an empty square. Charlie is also penalized several seconds.



Breakaway – Charlie can only step on a Breakaway square once. When he steps off the Breakaway square, the square crumbles and falls away.



Bumpers – When you push a Bomb into a Bumper, the Bumper pushes the Bomb back over you. The result is that you and the Bomb change places.



Oil Slick/Slippery Ice – Charlie can't push a Bomb if he is standing on these slick squares.



Conveyer Belts – Watch out! These contraptions move Charlie in the direction the Conveyer Belt is rolling.



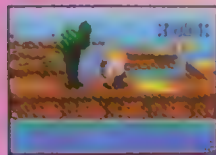
Trampolines – When a Bomb is pushed onto a Trampoline, it is catapulted to another Trampoline on another area of the puzzle level, if that trampoline square is not already occupied.



Moving Platforms – These hover in the air. Charlie must jump onto these to access other areas of the puzzle level.



Springy Spikes – These are Spikes that raise and lower out of the ground. If Charlie steps on a Springy Spike, he is jolted back to the previous square. Charlie is also penalized several seconds.



Blocking Objects – Cacti, Palm Trees, Rocks, Fir Trees, etc. - Charlie can't walk onto squares with these Blocking Objects in his way.

MULTI PLAYER MODES

You and up to three friends can challenge each other to an explosive good time in the two unique Multi Player Modes of Charlie Blast's Territory – Survival Mode and Territory Mode! Remember, you've got to have one N64 Controller for each player.

In both Multi Player Modes, players must race the clock and explode Bombs in order to capture area on the game board. When the Bombs explode, they turn the squares in its blast zone to the player's color. The player with the most squares is the winner.

There are also Special Bombs and Detonators unique to the Multi Player Modes to help you blast the competition.

In Survival Mode, you and your friends arrange Bombs, Detonators and Blockers to acquire area, but you can also blow each other up! If you get caught in the blast zone of a Bomb, you lose all of your area and you're out of the game until the next round. The player with the most accumulated area at the end of the match is the winner.

In Territory Mode, you acquire area by blowing up Bombs, and if you are caught in a blast zone, you lose all of your area. However, you are transported back onto the game board and you can get back into play immediately. The player with the most accumulated area at the end of the round is the winner.

Each Multi Player Mode starts out with 5 game boards in Beginner difficulty level. You receive a special password every time you clear 10 stages in single player Puzzle Mode. These passwords allow players to access additional Multi Player Survival Mode and Territory Mode game boards.



To set up either Survival Mode or Territory Mode Multi Player games, select Multi Player at the Main Menu. At the next screen, you can either select Play to begin at the default game board, or select Enter Password to go to the Password screen.



At the Enter Password screen, input the password to access the desired Multi Player game board.



Select your desired difficulty level in the Difficulty Selection Screen.



You can also choose the number of rounds in a match in the Play Mode screen.



Next choose the game board stage in Stage Mode.



After you've set up the Multi Player game, you choose your player character on the Select Players screen by pressing the corresponding C Button on the Controller.

The players start in their "Home Zone." Players must push the Bombs off of the Home Zone and onto the neutral area of the game board. More Bombs, Detonators and other objects are then randomly generated in the Home Zone. The Player then uses a Detonator to blow up his Bombs and capture area on the game board.



Objects generated in the Home Zones are #2 Bombs, #3 Bombs, and Detonators – these have the same attributes as in single player Puzzle Mode. New objects in Multi Player Mode include:

Freeze Cubes – These special Detonators cause opponents to temporarily freeze when set off. Freeze Cubes have the same blast zone as #1 Bombs.

Blockers – These objects have the same blast zone as #1 Bombs. Opponents cannot move your Blocker.

Line Bombs – These special Detonators have the same blast zone as regular Detonators, but also ignite the four adjacent squares in the direction away from the Player who lit it to the edge of the board.



RED PLAYER WINS		
ROUND 2	SQUARES	ROUNDS
RED PLAYER	32	1
BLUE PLAYER	19	1

After each round, a summary screen is displayed. This keeps track of how many squares each player has acquired at the end of the round, and how many rounds each player has won.

PAUSE MENU



During game play, press the Start Button to display the Pause menu.

Resume Continues game play.

Restart Starts the level over from the beginning.

Audio Levels Lets you adjust the Music and SFX volumes.

Quit Takes you back to the Main Menu.

OPTIONS

- Music Level** Adjust the background music volume.
- SFX Level** Adjust the SFX volume.
- View Bombs** Lets you see the different types of Bombs in the game.
- Credits** Lets you see who made this game.
- Exit** Takes you back to the Main Menu.

HINTS

PUZZLE MODE:

- Use the Camera to get a good look at the level before you begin.
- Always look for the Detonator Bomb first.
- In levels where there are Embedded Bombs, try working the solution backwards, starting with the Embedded Bombs.
- Most puzzles can be solved in more than one way, so if you get stuck, try another approach.
- The name of the level sometimes gives away a secret to how it can be solved.
- Write each of your Passwords down as you get them.

MULTI PLAYER MODES:

- You can “steal” your opponants Detonator Bombs by lighting them, or re-lighting them if they have already been lit.
- Pushing a lit Detonator Bomb will also steal it from your opponent.
- Sometimes it is best to light a Bomb before you push it into place so your opponent has less time to try to steal it.
- Don't forget about the territory right around your Home Zone - most games are only won by a margin of a few squares.
- Keep un-lit Freeze Bombs off to the side to be used at just the right time.



NOTES

NOTES

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